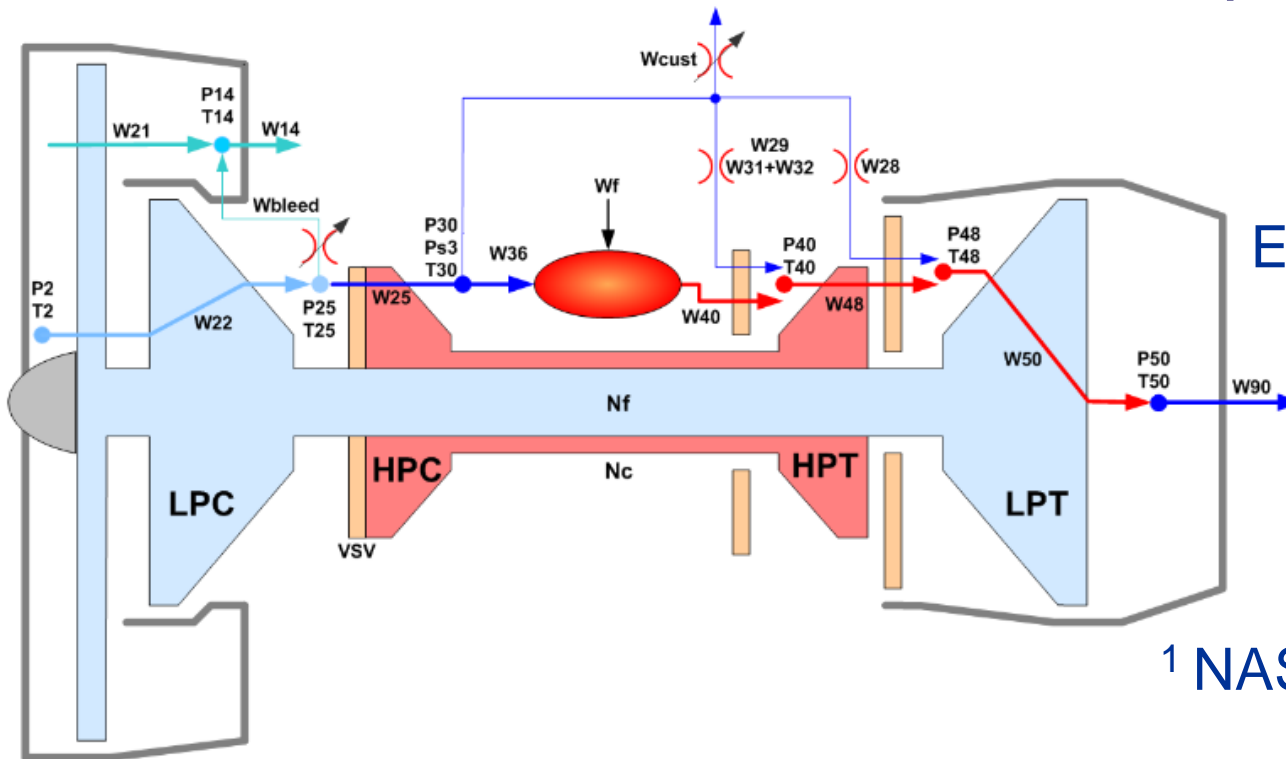




## Benchmarking model variants in development of a hardware-in-the-loop simulation system



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George Thomas<sup>2</sup>

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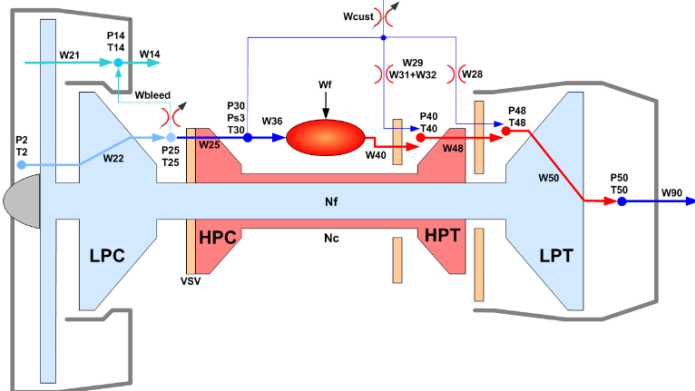
# Overview

- Motivation and goals
- Control system model enhancements for hardware-in-the-loop simulations
- Benchmarking results
- Conclusions



# Motivation and Goals

- Develop C-MAPSS40k engine model to better represent a HIL system
- Distributed Engine Control Working Group (DECWG) formed to build standards and explore the capabilities of distributed engine control
- One of NASAs contributions: conversion of C-MAPSS40k to a distributed model to enable exploration of distributed engine control
- Allows for the exploration of advanced engine control systems
  - Controls to compensate for information loss
  - Model based controls
  - Requirements exploration

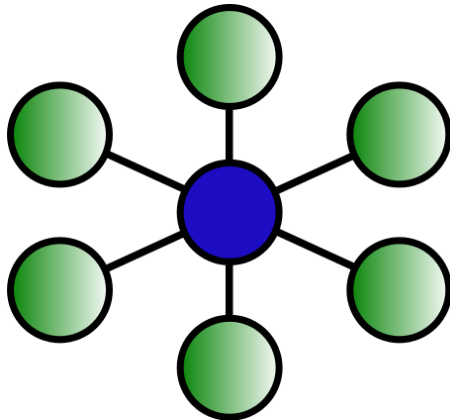




# Centralized vs. Distributed Control

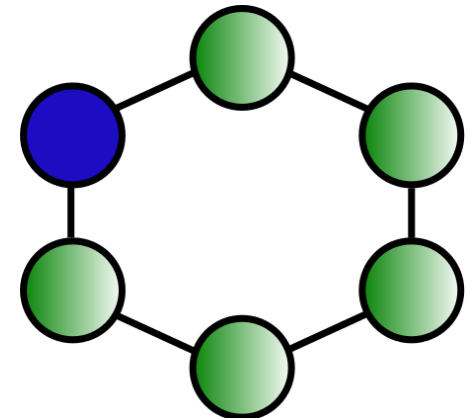
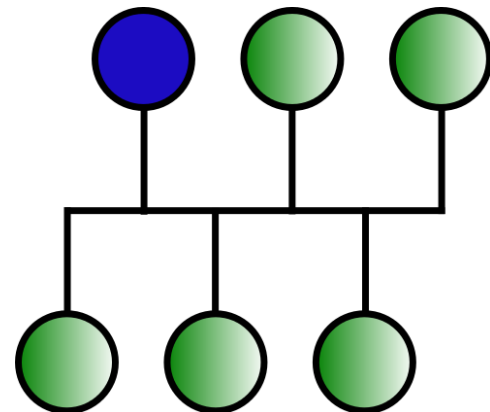
## Centralized & Analog

- Simultaneous data availability
- Dedicated cable for each node
- A/D handled by central node
- Analog sensor/actuator interfaces prevent easy replacement & alternative sourcing of components



## Distributed & Digital

- Sequential data availability
- A/D imbedded in the smart node
- Drop-in component compatibility
- Packet delay
- Packet loss
- Packet corruption



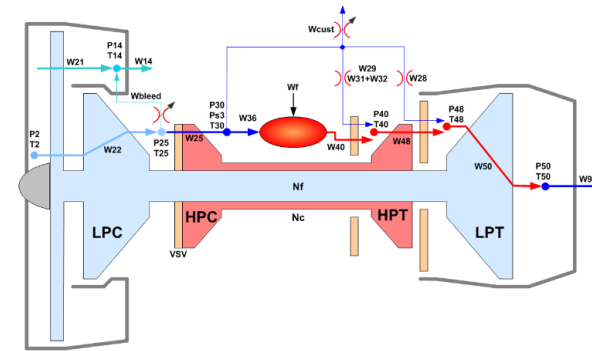


# Controller Models

- Baseline: C-MAPSS40k out of the box, 1 computer

## Baseline C-MAPSS40k

Engine Model  
Control System  
User Interface

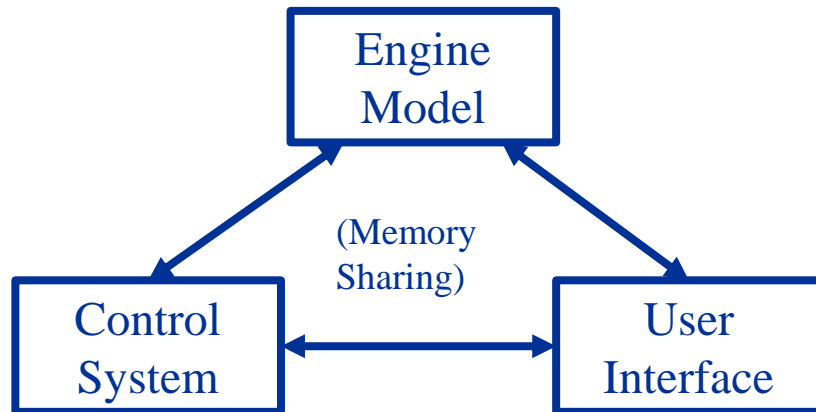


Several new configurations were compared to the original C-MAPSS40k:

- Unstructured
- Distributed
- Networked
- Processor-in-the-Loop



## Controller Models - Unstructured

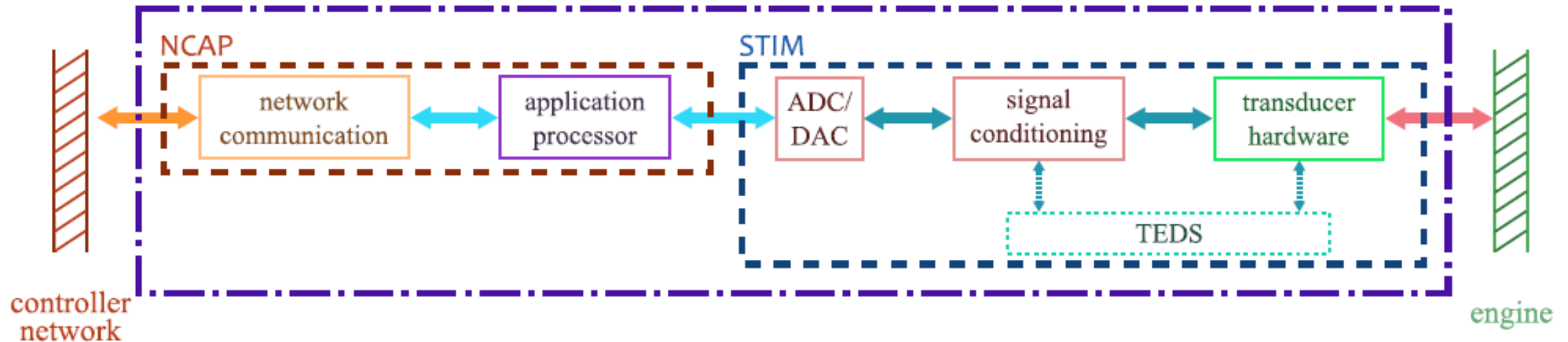
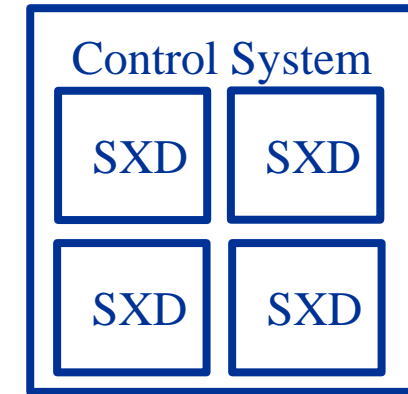


- Baseline C-MAPSS40k with independent models for control and engine plant
- UDP Ethernet network used to transparently share information between models
- Modular engine model
- Causes minimum of one time step lag between models



# Smart Transducer Model (SXD)

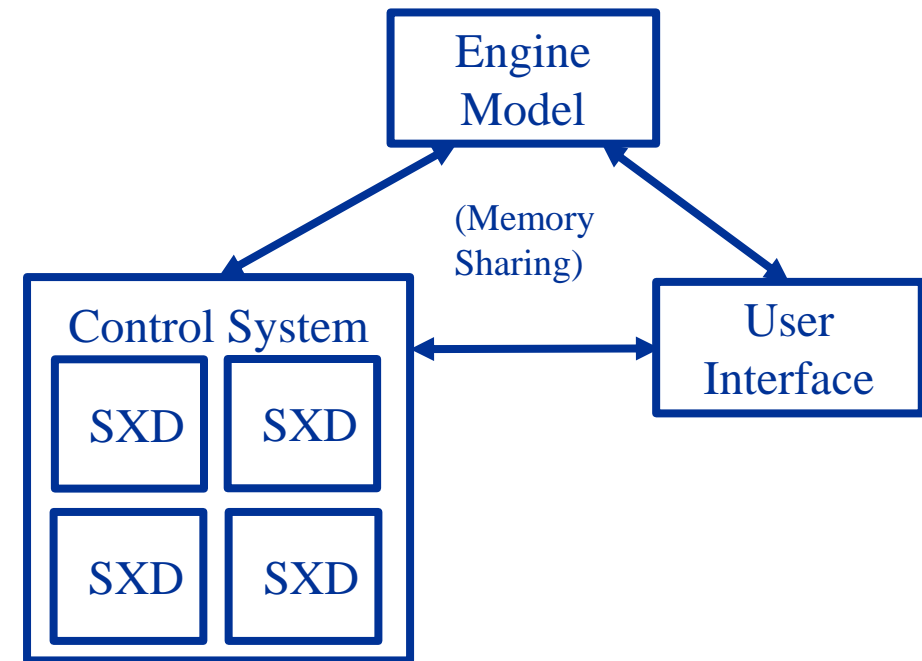
- Network Capable Application Processor (NCAP)
  - Network communication
  - Application interface to STIM
- Smart Transducer Interface Module (STIM)
  - Analog to Digital and Digital to Analog converter
  - Signal conditioning
  - Interface to transducer





## Controller Models - Distributed

- Enhanced fidelity of control elements by inclusion of smart transducer models (SXD)
- SXD models include quantization effects of 14 bit A/D conversion
- Increased computational complexity and increased errors due to quantization

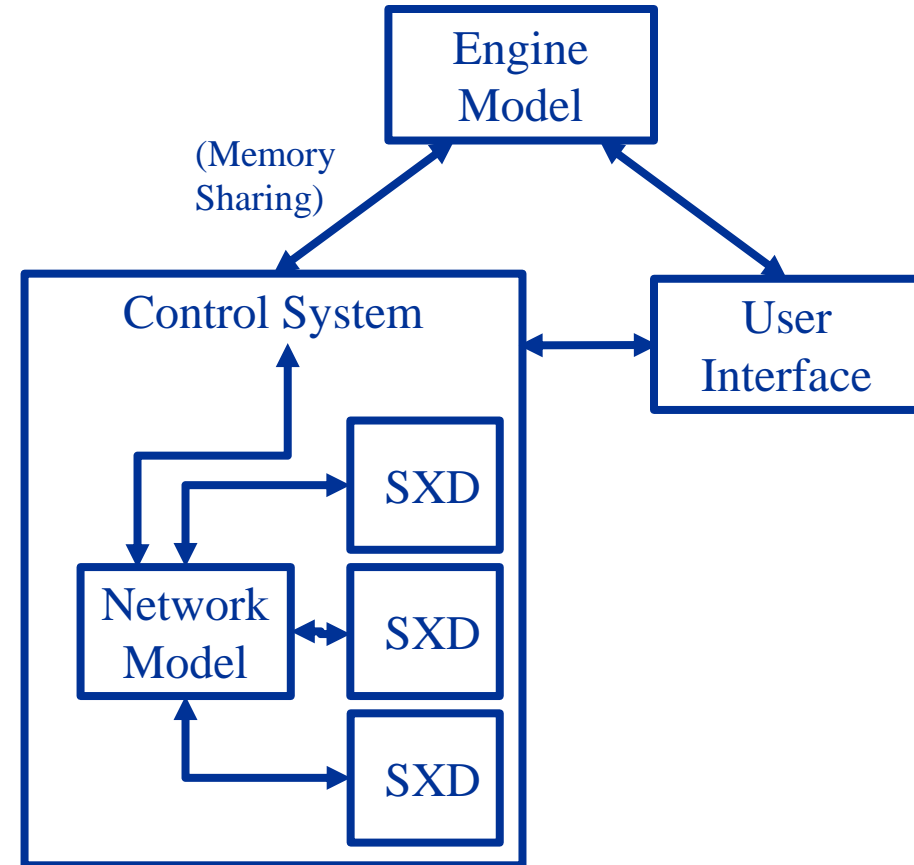






## Controller Models - Networked

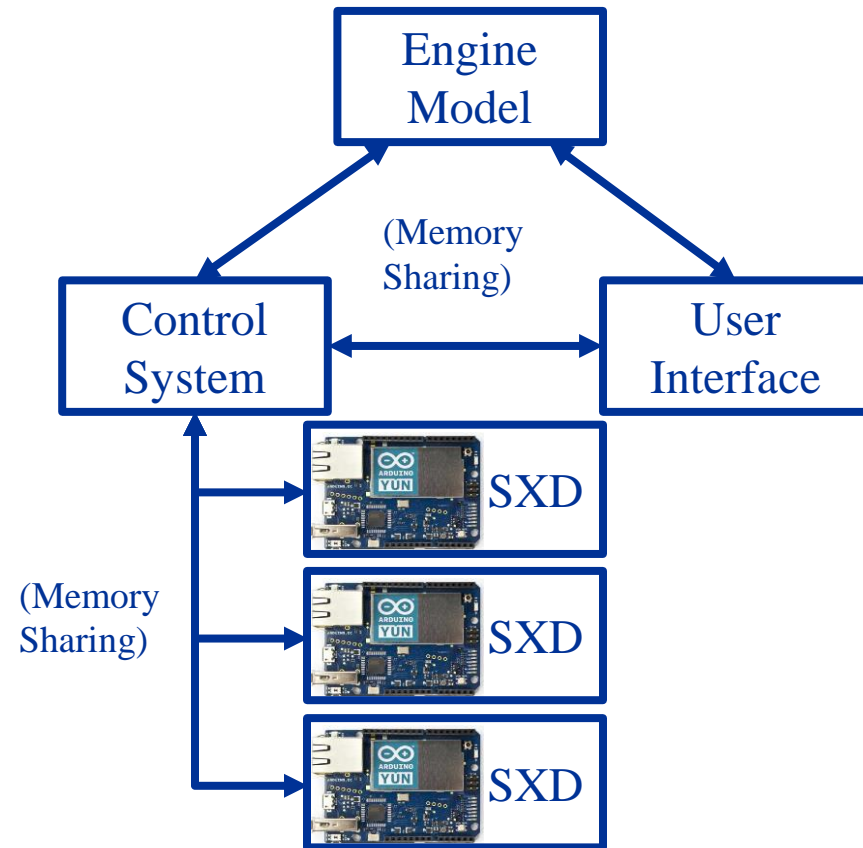
- Bulk network model limits communication between control system and SxD models
- Model includes packet loss and packet delay effects as settable percentages
- Increases simulation time
- Not as detailed as a packet level network model





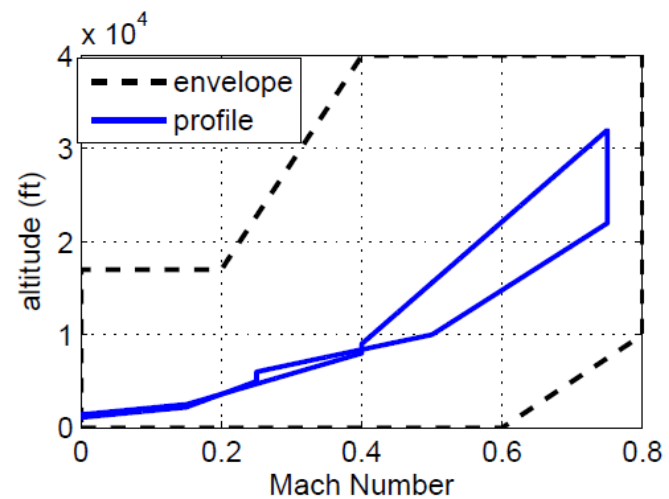
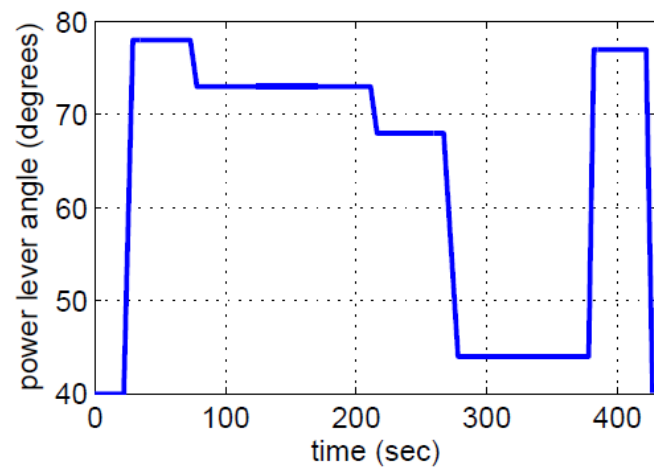
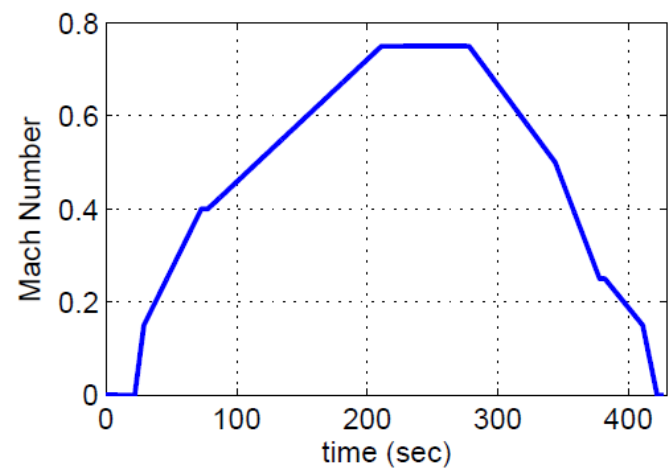
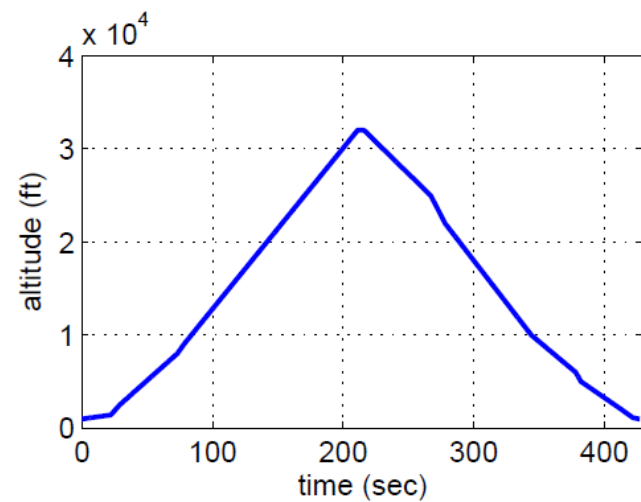
# Controller Models – Processor-in-the-Loop

- Integration of SxD models into microcontrollers
- Ethernet UDP network used to communicate between control system and SxD models
- Better simulates processor limitations in SxD models
- Increase command / response latency due to message buffering issues in each system



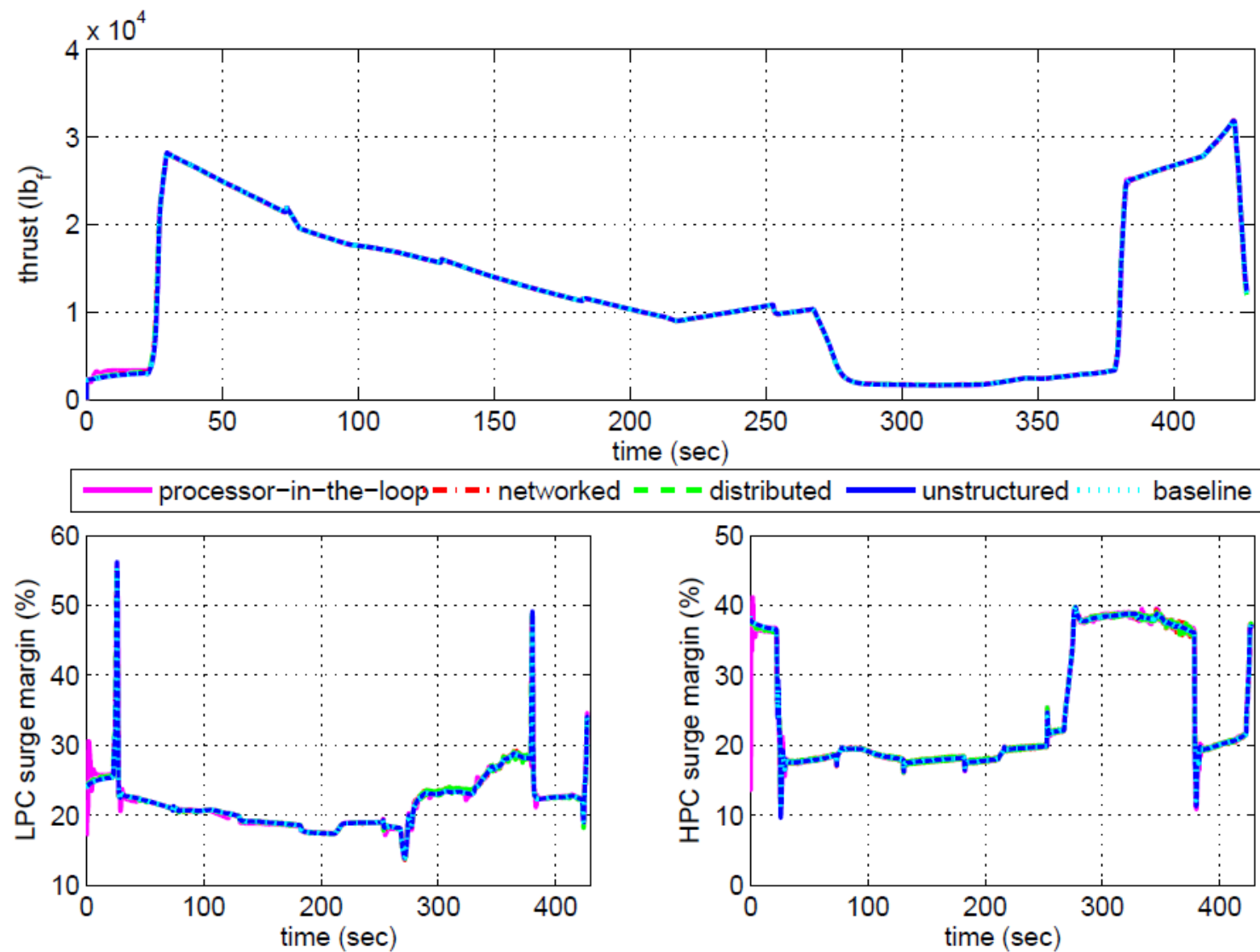


# Test Profile



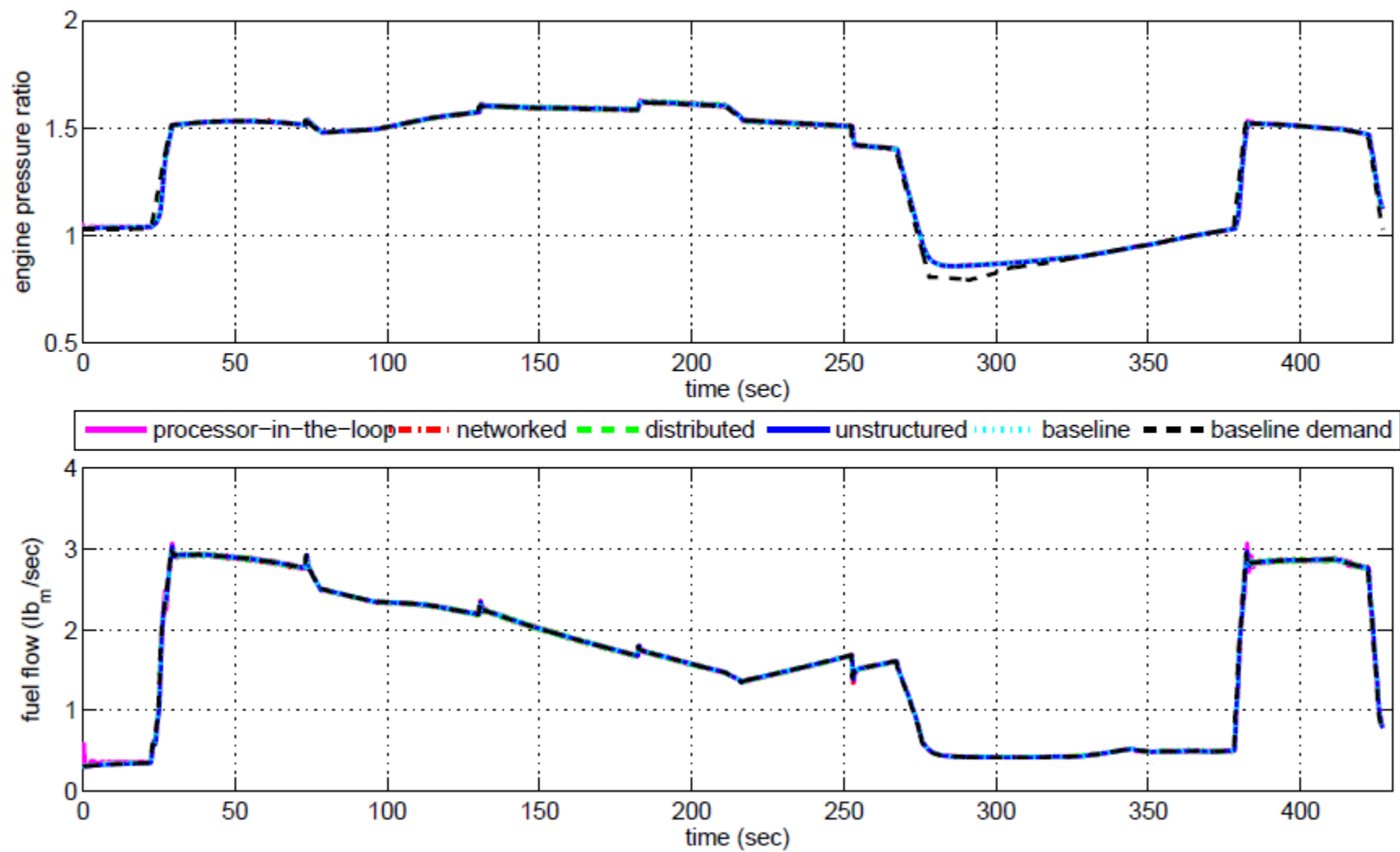


# Benchmarking Results - Thrust



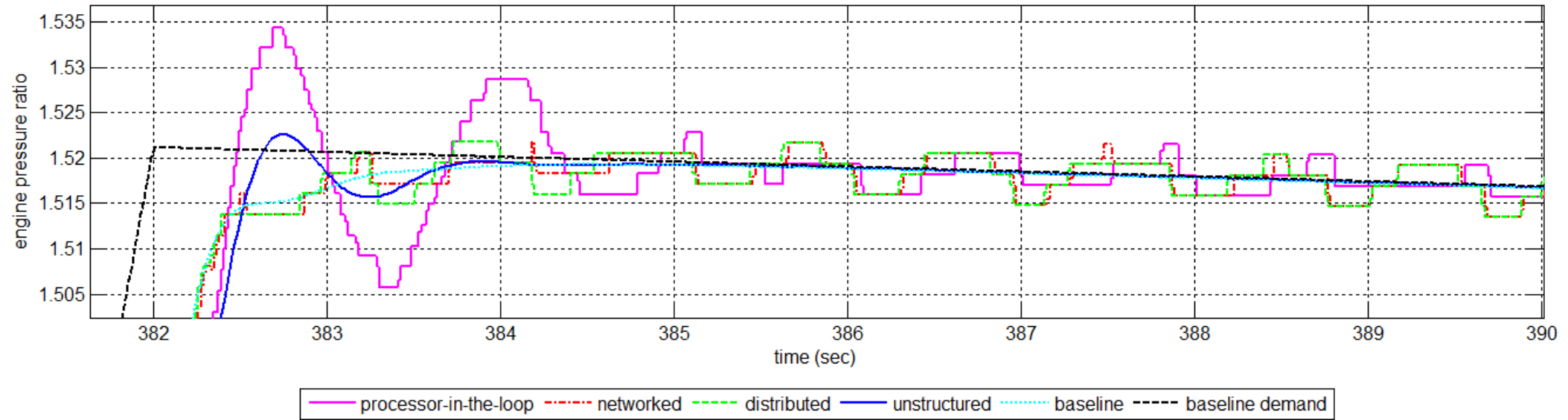


## Results – EPR demand and Fuel Flow





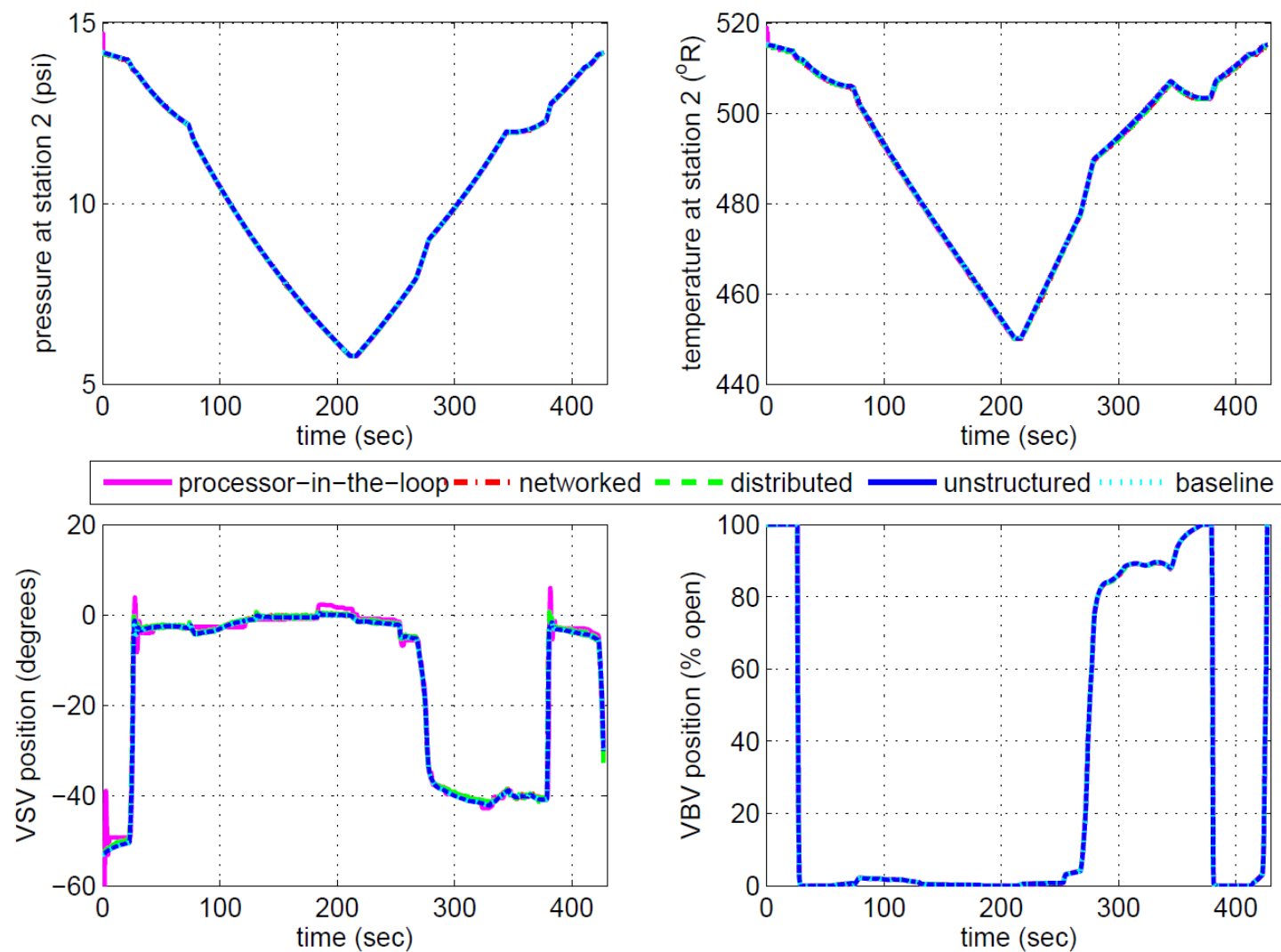
## Results – EPR demand

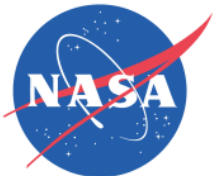


- Simulations with quantization clearly visible
- Quantization effects cascade from the sensors into the control system and then into the actuator commands
- Simulations with 8 bit quantization was unable to converge



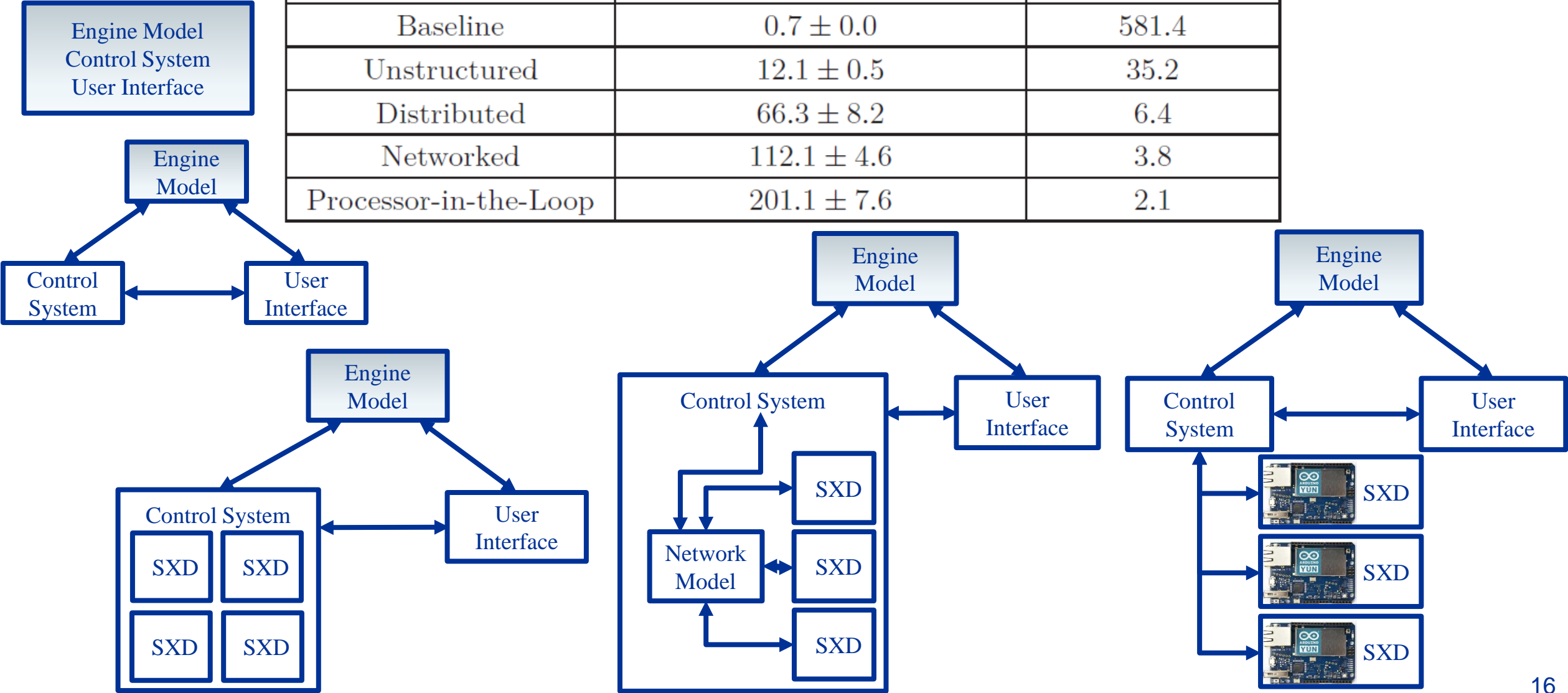
# Benchmarking Results





# Average Benchmarking Run Times

Configuration	Average total run time (sec)	Real-time factor
Baseline	$0.7 \pm 0.0$	581.4
Unstructured	$12.1 \pm 0.5$	35.2
Distributed	$66.3 \pm 8.2$	6.4
Networked	$112.1 \pm 4.6$	3.8
Processor-in-the-Loop	$201.1 \pm 7.6$	2.1

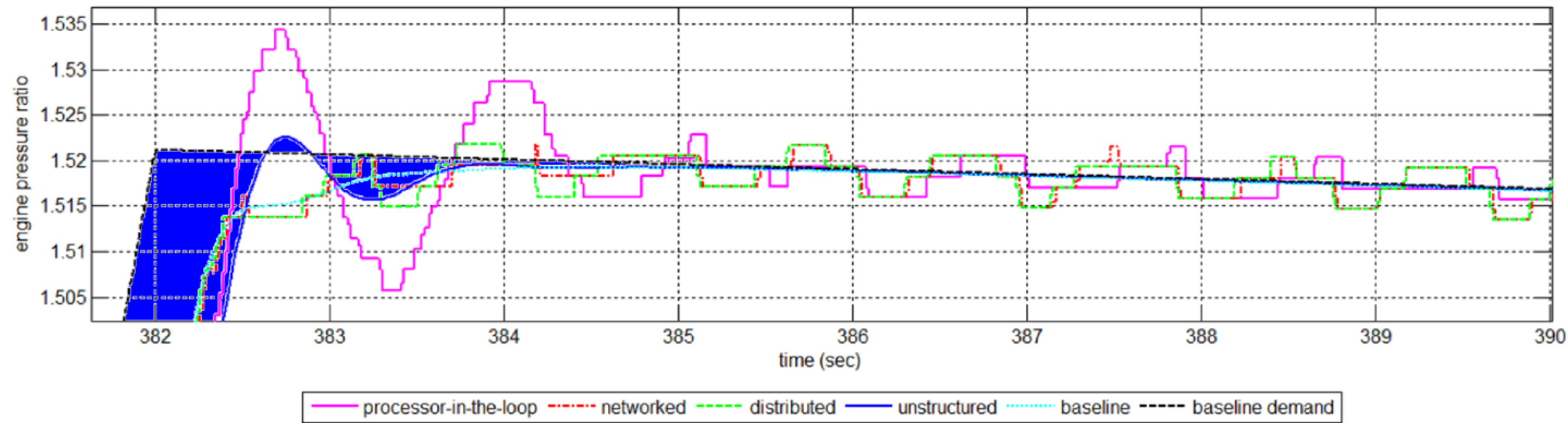






# EPR Tracking Error

Configuration	Percentage Mean Absolute EPR Tracking Error
Baseline	$1.047 \pm 0.00$
Unstructured	$1.091 \pm 0.001$
Distributed	$1.197 \pm 0.009$
Networked	$1.198 \pm 0.008$
Processor-in-the-Loop	$1.227 \pm 0.004$





## Summary & Conclusions

- Five Configurations of C-MAPSS40k Engine Model Tested
- Each configuration added additional complexity to the simulation
- Small ( $>1\%$ ) differences between configurations
- This shows that the implementation is solid
- These new configurations will be used to study real-time and network model integration to help us answer important questions like:
  - How much bandwidth do I need to perform minimum control operations
  - How much processing capability do I need on my smart nodes to ensure safe operation (this may increase with decreasing bandwidth because you need more local limiters)



# Questions?

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# Future Work – Network-in-the-Loop

